Pokemon Legends Arceus

Soon thou shalt find thyself in a world strange to thee. A world inhabited by wondrous creatures humans call Pokemon.

Welcome to the wonderful world of Pokemon, but not quite as you remember it. This is long before the days of the leagues and the Elite Four. In fact, pokeballs are a very recent invention, and outside of a rare few partner pokemon, most people, even trainers, regard most pokemon as terrifying monsters.

As for your location, the Hisui region, which might in time come to be called Sinnoh, is a land that lies in ruins. Long ago, the Celestica people lived here and thrived, until a Space-Time Rift opened and pokemon run amok destroyed nearly everything. The world was saved, but the civilization was not, and most of the survivors left for other lands. Later, more people came and took the name of Celestica for themselves, mingling with the few remaining survivors, until religious differences split them into two warring camps.

More recently, dispossessed people from other lands came seeking new lands in the mostly empty Hisui, and have managed to broker an uneasy truce between the two clans, but as many of them were driven from their homes by rampaging pokemon, they are even more scared of the unknown pokemon of Hisui than the natives.

Now, a new rift in space time has appeared, heralding new changes in the world of Hisui. You arrive on the day a stranger from another world wakes up on Prelude Beach.

Origins:

Outsider: You literally fell out of a hole in the sky. It can't get much more drop-in than that. You have no outstanding relationships with anyone in Hisui. You may choose to take the place of the protagonist or not.

Survey Corps Member: As a member of the Galaxy Expedition, your role is to gather information. You go out to examine the lands of Hisui and the pokemon who dwell there. You are the ones who most interact with wild pokemon in all Hisui, and your fellow members will be coming to you with any questions or concerns about pokemon they may possess.

Security Corps Member: A pokemon trainer who protects Jubilife Village and the members of the Galaxy Team Survey Corps with your life and honor. Perhaps you are stationed on the walls of Jubilife village. Perhaps you guard one of the base camps, or guard trips to and from said camps. But whatever your role, you are the first line of defense against rampaging pokemon.

Clan Member: Part of either the Diamond or Pearl clans, you have long lived in harmony with the Pokemon, worshiping the almighty Sinnoh. The Galaxy Expedition may have brokered a

truce between your clan and the other, but old resentments still simmer. Plus, the Galaxy Expedition itself is suspicious, with their strange ways and pokeballs.
Guild Member: You are a member of the Ginko Guild, like Gunther or Volo. You are a merchant and are neutral with respect to the three factions.
Partner Pokemon: You are a pokemon that has partnered with a human. If your partner is a member of the Diamond or Pearl clan or of the Ginko Guild then you have been raised alongside them since you were a child. Use the Pokemon Form section later in the document.
Wild Pokemon: You are one of the true citizens of Hisui, roaming freely in your domain. You don't need any trainer. You are a proud and free member of your species. Use the Pokemon Form section later in the document.

Perks

General Perks

Evercleansed (50cp): Bathing and other cleaning facilities can be hard to come by in the wild. Now, with just a thought, you can will yourself clean. Every external part of you will be as clean as if you were prepared for a sterile environment, with the exception that any beneficial or necessary bacteria, which will remain unless you consciously will them to be removed as well.
Mass Outbreak Sense (50cp per level): Like Mai's Munchlax, you have an uncanny sense for mass outbreaks. At the first level you can sense the existence and location of any regular mass outbreaks in an area equivalent to one of the sectors of Hisui. For another 50cp you can also sense massive mass outbreaks. A third purchase will give you the ability, after eating five Aguave Berries in five seconds or less, to sense what pokemon are present in the current massive mass outbreaks as well as any special characteristics of the outbreaks. An additional purchase extends the area you can sense regular mass outbreaks in an area the size of Hokkaido. Each additional purchase increases your range by a factor of ten multiplicatively. In future jumps this will also extend to any kind of monster or creature.
Ceaseless Battle Reverie (150cp): Do you dream of challenging fights? Then this is the perk for you. When you go to bed, you can choose to enter an arena where opponents you have faced previously will appear to battle you. You can face them again with no negative consequences on the world. No matter how long the battle takes you will find that at most eight hours have passed, and you may choose to end early and leave the dream at any time. If you win, and

choose to continue, then more powerful opponents will appear, or two will team up, in a steadily escalating difficulty. You may not take any loot from this dream, but the training and experience is yours to keep. You may also choose to share this ability with others, either drawing them into your dream, or giving them their own dream to challenge.

Ancient Bloodline (200cp): In your veins flow the blood of the ancient Celestica people. You were raised on stories of people and pokemon, and may even have heard tales of the many legendaries that call Hisui home. In future jumps you can choose to be a member of some ancient bloodline. This won't make you richer or stronger than you would be otherwise, (though it might explain some that you bring with you) but you may gain social recognition, and may have heard ancient stories that provide clues about secrets of the setting.

Clairvoyance: (300cp discount Ancient Bloodline) Was one of your ancestors a Psychic-type pokemon? Perhaps you can hang out with Sabi and play clairvoyance games. You have an uncanny ability to see visions of the future. You can't see everything, of course, but you do get glimpses of things that effect you, those close to you, and those who are important to the plot of the jump. This doesn't necessarily mean that people will believe you. Sabi has the same problem, after all.

Were-Pokemon: (400cp Human Only. Discounted with Ancient Bloodline) When you encounter a certain trigger, you transform into a pokemon. This trigger might be being exposed to the light of a full moon, or taking too much damage, or something else appropriate. At first it will be involuntary and only when you encounter the trigger, but over time you may be able to develop control and even gain the ability to change at will. Perhaps one of your ancestors was a transformed pokemon? You get an additional 50cp off if your pokemon form is from the Froslass line.

Mega: (250cp requires a pokemon form or alt-form) This wouldn't normally be a thing in Hisui, but who knows what strange new worlds you've been to. Your pokemon form is somewhat special, and different from others in this land. You may not look any different, but there is an inexplicable power dwelling within you. You may be able to Mega-Evolve, or Gigantimax, or some other established effect that makes you significantly more powerful for a limited time. Unlike others, you do not need any special stones or power spots, and you can do it even if your kind of pokemon normally wouldn't have access. Otherwise this follows all the normal rules of the effect you choose.

Outsider:

Throwing Skill (100cp free Outsider) You become adept at throwing objects. While this perk does not increase your strength it gives you excellent control of your throws. When you ready something to throw you may see an aim marker.

Fearless (200cp discount Outsider) You can see past your fear the needs and desires of others. This doesn't make you immune to fear, but it does make it easier to see past your fear, and prevents your fear from panicking or paralyzing you.

Acceptable (400cp discount Outsider) You find it easy to accept people and to find acceptance, even among people who have every reason to find you suspicious. This isn't mind control, and it doesn't mean that no-one will be suspicious. But it does give you an automatic "in", and makes people place more importance on your actions and what you could contribute, rather than their suspicion and fear of the unknown.

Chosen of Arceus (600cp discount Outsider) Despite what pokemon games might have you believe, catching empowered beasts is not easy, let alone incarnated forces of nature. Even experienced members of the Survey Corps struggle to catch so much as a single pokemon, and no person in all of Hisui has reached their sixth pokemon caught. However, you have been sent here by forces beyond this plane, and that gives you an edge. First, pokeballs you throw will always have at least a chance of catching any monstrous being you encounter (so if you want to add Scylla from Greek myth or a Tyranid Hive Tyrant it isn't outright impossible.) Secondly you have a better chance at catching, and befriending any monsters you encounter. Finally, it acts as a 1up. Once per jump, if you are killed, you will instead be knocked out, and somehow dragged to a place that is not immediately harmful, though not necessarily safe in the long run.

Survey Corps

Wilderness Survival (100cp free Survey Corps) Forget flying taxis, cycling roads, and hotels, this land doesn't even have roads. The land is a nearly complete wilderness. And as one who is tasked to go out into that wilderness and learn about it and the creatures that call it home, it's important that you know how to survive. Mundane skills, such as how to tell directions, how to gather materials, and how to create shelter for yourself, as well as more esoteric skills like how to tell a grass pokemon from a normal plant and how to sneak up on pokemon. You are a professional, and your skills are professional grade. In future worlds this skill will update to their wildernesses and wild monsters.

Observational Skills (200cp discount Survey Corps) If the first task of the Survey Corps is to survive, the second is surely to learn. You don't just look. You see. You don't just glance and let your mind fill in the rest. You actually observe all that is around you. Even in the midst of combat you can observe the actions of all involved without impairing your ability to participate or direct your allies.

Compatibility View (400cp discount Survey Corps) It is such a shame when people don't get along. You have the ability to view the compatibility of two people or creatures. With a good look at each of them you can tell how they feel about each other, as well as the potential of each one. Others may be befuddled by friendship evolutions, or be astounded that their Wurmple ended up as a Dustox, but not you. You can instantly tell all the hidden stats and natures and abilities that are so important in pokemon. What's more, this ability carries over to other people and creatures you meet in other settings.

Bag Tutor (600cp discount Survey Corps) There's a member of the Galaxy Expedition who never leaves the headquarters building and yet is probably richer than all the rest of its members put together. His name is Bagin, and he is the Bag Tutor. His ability, and now yours too, is to teach people how to fit more things in their bags. That doesn't sound too amazing, you say. Well when you do it like Bagin it is. He can train people to the point where they could fit nine hundred and ninety nine each of up to sixty different kinds of items in a fanny pack, and still have room for up to sixty unique "key" items. Given that one of those "key" items packs down into a pack that is about six times the size of the entire pack that it's fitting into, and yet still fits in without taking up more than it's space, it's pretty impressive. Bagin charges one hundred pokeyen for the first extra regular and key space, and has a climbing rate scale with the last extra regular and key space costing one million pokeyen, but if you decide to charge for instructions your rate is up for you to decide. The protagonist would start with twenty three regular spaces and twenty three key spaces. You can, of course, teach yourself.

Security Corps

Style Master (100cp free Security Corps) You can teach your pokemon to attack in the strong and agile styles. One is powerful but slow, the other less damaging but swift. You are a master of understanding when to use each.

Ninja Skills (200cp discount Security Corps) You can make a full clothing change in the time it takes a smoke bomb to clear, as well as do impressive flips and hold impressive poses, but the core element of this perk is the ability to completely immerse yourself in your role as a simple

villager, or whatever role you've taken, so long as you have the skills. No-one but the paranoid will suspect you until it's time to strike.

Martial Arts (400cp discount Security Corps) To the level you could fight against a pokemon in melee combat and possibly win. With time and dedication you could teach yourself some Normal or Fighting type moves.

Move Tutor (600cp discount Security Corps) You have the training and experience to teach pokemon moves that they are physically capable of performing but may not normally be able to learn. In other settings where pokemon interactions are more formalized you would be considered a fully qualified Move Tutor, Move Deleter, and Move Rememberer. You are even capable of teaching pokemon how to safely use moves out of battle without endangering anyone, in the manner of an HM or Field Move. With time and training you may be able to discover how to awaken a person's elemental affinity (using the eighteen pokemon types or others you gain access to,) and even teaching them some pokemon moves.

Clan Member

Conviction (100cp free Clan Member) You know what you believe in, and no one can change your mind against your will. That said, you are not blind and can choose to change your mind if appropriate. You are immune to memetic hazards.

Environmental Immunity (200cp discount Clan Member) Have you ever wondered why some members of the Diamond or Pearl Clan can seemingly wander exposed in blizzards or covered next to lava with no ill effect? Well now you can too. Choose an environmental condition. It no longer impedes you in any way. Could it be that a trace of pokemon blood flows through your veins?

Like One of my Own Blood (400cp discounted Clan Member) The people of the Diamond and Pearl Clans are raised alongside a pokemon. When they fight with their pokemon they don't have to shout orders, for the two know each other as siblings and fight together by choice. You can too, offering understanding and a deep emotional connection to even the most unlikely of creatures. What's more, through your connection you can help them to sublimate their more destructive urges into more beneficial activities. When paired with you, no being is controlled by its nature and urges, unless it chooses such.

Warden (600cp discounted Clan Member) A warden has multiple duties. They must care for their Noble, providing food and water, and maintaining a pleasing environment. They also serve as a mediator between the Noble and the Clan, and between Man and Pokemon. They are

also the ones their clans look to in times of danger. And, should their Noble ever fall, they are the ones responsible for raising up a successor to fill their seat. You are a Warden, and a skilled one at that. You have an instinctive understanding of the needs of those under your care, and how to lead them in crisis. More than that, you are a master of unleashing their hidden potential. Why, with enough care and attention, you might even be able to turn a regular pokemon into an Alpha, and then eventually into a Noble.

Guild Member

Barter and Haggle (100cp free Guild Member) The first thing a Merchant must know how to do is to buy and sell. You can hawk your wares with the best of them promoting their value when you're selling, without raising the prices when you're buying. Buy low, sell high.

Free Passage (200cp discount Guild Member) You can travel anywhere, and as long as you're respectful and aren't causing problems, no one will mind you, even if you are in sacred sites. This doesn't apply to people who already view you as an enemy, and it doesn't mean that they'll tell you secrets or let you steal something. You may be able to walk into a nuclear missile silo in a future jump, but that doesn't mean they'll let you at the controls.

Value Sense (400cp discount Guild Member) No amount of haggling will do you much good when it turns out that what you bought is spoiled, or rotten, or just worthless. You can tell at a glance the value of something, what someone will sell it for, and what they'd buy it for.

Mercantile Master (600cp discount Guild Member) As a member of the Ginko Guild your survival depends on your ability to facilitate trade. So far as we've seen, there is no kind of Ginko Guild village, so to survive they must remain welcome in the settlements of others while still making a profit. You can naturally see what is a good investment, whether that is of time, resources, money, or simply friendship. You know how to craft deals that are not only mutually beneficial, but leave each side feeling satisfied. You know when to take a loss now for goodwill later, and when someone will take advantage of your kindness while never returning it. Honestly, you'd make an excellent diplomat. Whatever anyone else says, war is bad for business.

Partner Pokemon

House Trained (100cp free Partner Pokemon) Who cares if you have a body of living flame, or are constantly spewing toxic gas. You know how to live among people without causing them

difficulties for them by your nature, while not losing any of your nature or abilities in the process.

Egg Move (200cp discount Partner Pokemon) Choose a pokemon move that you might be capable of performing (no punching if you don't have hands, or at least hand-like paws, for example,) even if you normally couldn't learn it. You now possess the innate ability to use that move, and can pass it down to your descendants if you have any. If, as a pokemon, a move is on your learnset then you can choose it here too. You may instead choose to gain an ability that is not unique or restricted to legendary pokemon and gain that.

Minimize (400cp discount Partner Pokemon) Apparently, all pokemon have the instinctual ability to shrink themselves down to an inch or two tall. Just the right size to fit into a pokeball. In fact, pokeballs apparently work by somehow triggering this ability, and trapping a pokemon inside. Now, you have conscious control of this power. No matter your normal size, you can shrink yourself down to an inch or two tall. You can even maintain that size for a while, though without a pokeball it will take conscious effort to remain that size. Perhaps you will get better with time.

Synchronized (600cp discount Partner Pokemon) The bond you share with your trainer is stronger than ever, pushing you both to be better than you could otherwise think of being. You and those you consider true companions share a synergistic link; drawing strength from each other. You can perform unbelievable feats if it's for your friends. As a pokemon, this might even allow you to surpass type immunities or learnset restrictions. Think of this kind of like an "Anime Protagonist" perk, where the needs or cheering of your companions could transform a defeated loser into an unstoppable powerhouse.

Wild Pokemon

Native (100cp free Wild Pokemon) Where others are interlopers, you belong. You are native to the Hisui region, and it's creatures aren't naturally hostile. You still need to worry about the food chain, but otherwise don't need to worry about pokemon attacking you because of your mere presence. In future jumps you retain this native nature and reaction of other native creatures.

Shiny (200cp discount Wild Pokemon) You have some cosmetic feature that makes you seem incredibly important and valuable. This doesn't directly increase your combat ability, but it does make you seem better than your peers and more intrinsically important.

Alpha (400cp discount Wild Pokemon) You are a great deal bigger and stronger than others of your kind, and they look to you for leadership and protection. Those of the same "type" as you will naturally defer to you, and you will naturally be bigger, stronger, and more capable than others.
Noble (600cp discount Wild Pokemon) Beyond a mere Alpha, you were imbued with your power and position by Almighty Sinnoh itself. You are a natural ruler and intermediary between humans and pokemon, and between different types of pokemon in your area. You also cannot be "caught" or brought under the control of another being. While being an Alpha places you at the top of your category, being a Noble places you in another category altogether.

Items

General Items

Basics (free Human). Whatever happens there are a few things to start you off.. This is twenty Hisuian pokeballs for your own use. They are replenished on the first day of the month. These come in a little fanny pack, which somehow has the room to hold them all.
Pokedoll (50cp) Have you ever wanted to perform an old ninja log substitute trick? That's what this is for. This Clefairy plush is only a couple inches tall, but it can grow to be a perfect duplicate of yourself or another being smaller than a full-on kaiju, and take their place. Meanwhile the one copied will receive a very brief invisibility. If used it respawns on the first day of the next month.
Pokeshi Doll (50cp per level): A perfectly carved model of your favorite pokemon that perfectly brings out their charm. You can choose any pokemon, even one not present in Hisui. For an additional purchase it is animated, and though not much stronger or tougher than Australian Buloke, it can perform tiny imitations of the pokemon's moves. If it ever becomes relevant, the model would be considered Grass type or Normal type. Another purchase (Which does not require the animating perk, but does require you select a pokemon that is not present in Hisui,) causes that pokemon's evolutionary line to spawn in Distortion Zones on a "Very Rare" basis. If you chose a legendary, only one of them will appear in the entire region, and you will have to go through an appropriate task before you can meet them. If you purchased the upgrade to allow

them to spawn they will continue to spawn in extremely limited numbers in hidden places in future jumps.

Poetry Collection (50cp) A collection of poems by an anonymous author. If you can figure them out they seem to contain cryptic references to things you will encounter. In each future jump you will receive a new volume, which will likewise contain cryptic references for you to decypher.

Charm (50cp): Each purchase grants you one Charm. Unlike the ones in-game which are one time use, these regain their power on the first day of every month. Your options include the Survival Charm, which prevents you from being knocked out once (but not killed, this is not a 1up.) The Tempting Charm, which will be stolen or lost before anything else and will return to you on the first of the month. And the various Warding Charms, where you can choose from Poison, Paralysis, Sleep, or Confusion.

Jumping Jade (50cp): Palkia, Dialga, and Giritina all get their transformation items, why not you? This piece of mysterious sparkling jade can be imbued with any altform you possess. After that, anyone who holds the jade and wills for it will be transformed into their own version of that alt-form. It can only sustain one transformation at a time.

House (100cp) It may not be fancy by modern standards, but you have a place to call your own. You can choose which type you have. Either you have a cone shaped house that looks vaguely like a teepee, or a traditional japanese dwelling with a dirt entry area, a wood floored common area with a fire pit in the middle, and in the back a tatami floored sleeping area.

Potato Mochi (100cp) A plate of the most delicious potato mochi. Curiously, it seems to refill whenever no one and nothing is looking at it. How strange. Surely ninja waiters don't exist.

Storage Trunk (200cp) This steamer trunk has a very curious nature. Anytime you show up in a base camp or safe zone you will find it there. Also, it seems to be bigger on the inside. It contains ten compartments, and each compartment has thirty inventory slots which can each hold up to nine hundred and ninety nine copies of an item.

Recipe Book (250cp) A leather bound notebook with every recipe in Pokemon Legends Arceus, including those that the player does not receive, like the Secret Headache Medicine, the Backache Medicine, and the recipes for the various Balms. These recipes have easy to follow, step by step directions for real world crafting, as well as detailed hand drawn sketches and diagrams. These recipes also work for game system menu crafting, if you have access to it in some way. Some parts seem to be written by Professor Laventon, and others by Akari and Rei. The book never seems to run out of pages for recipes and if you hold it in one hand, and a copy

of a recipe in the other, and will it to be so, a copy of the recipe is automatically added to the book. The Recipe book is automatically sorted and indexed in a way that is easiest for it's owner to find and use. Finally, if the user holds the closed book and imagines the recipe they are looking for, then opens the book, it will be on the page of that recipe if it is present in the book. If it has not yet been copied into the book, the user will find themselves opening to a blank page.

Haircut Salon (300cp) Perhaps pokemon battles and adventures in the wild aren't really your thing. With this you have a respectable business of a type that could exist in Hisui or in Meiji Japan. Despite the name, it doesn't have to be a salon. It will run itself and gain you a modest profit, but if you put in some effort who knows where it could end up.

Ore Deposits: (400cp) Includes Tumblestone, Black Tumblestone, Sky Tumblestone, Iron, which are all used in crafting different types of pokeballs, and hidden far in the back a small deposit of Origin Ore. The Origin Ore refreshes once per jump, and the rest are refreshed on the first day of each month.

Outsider Items:

Arc Phone (100cp free Outsider) A divine artifact that cannot be understood by current Hisui technology. Receives helpful texts from Arceus, has a map and allows fast travel to camp sites and similar safe points. It will also track missions and requests you have received, and it receives perfect cell and GPS reception at all times, even where such things should not exist.

Ghostly Appliances (200cp discount Outsider) All the conveniences of home. Just don't ask how they run. This pack includes a Microwave, Washing Machine, Refrigerator, Fan, and Lawn Mower. They feel very spooky for some reason.

Merit Store (400cp discount Outsider) They say virtue is its own reward, but it doesn't hurt to have another reward too. From now on, when you do good deeds for people, so long as it's not part of some mission or quest, and you aren't getting any other reward, you will receive Merit Points. Inside your Warehouse there's a counter where you can exchange Merit Points for various rewards. In this jump most of the rewards will be for pokemon evolutionary items, but over time you will start to see other things pop up. You may even occasionally see things from previous jumps. Most of the items will be related to powering up you or a companion or follower in some way.

Origin Ball (600cp discount Outsider) A special ball made according to the directions of one of the incarnate forces of reality to be used to capture another such force. It can catch beings from other jumps that are also incarnate forces. Each jump you will gain one such ball. Exactly how you will use it, and how you will get into a position where using it is possible is up to you.

Survey Corps Items

Pokedex (100cp free Survey Corps) A notebook that never seems to change size yet always has more space. When you encounter creatures your observations will be recorded, and once you've gathered enough info you will begin to see more information that you did not gather, presented in the style of Professor Laventon.

Cake Collection (200cp discount Survey Corps) Food for humans or pokemon, these items can distract pokemon and lure them, and are very tasty. Specific pokemon prefer specific items. You get fifteen each of Bean Cakes, Grain Cakes, Honey Cakes, Mushroom Cakes, Salt Cakes, and Hometown Muffins. You receive 20 of each, and they respawn on the first day of every month.

Crafting Kit (400cp discount Survey Corps) A kit for crafting in the field, this contains all the high- quality tools you'll ever need for whatever your project is, whether cutting and polishing stone or woodwork or more esoteric tasks. It all packs up into the size of a briefcase for ease of transport.

Pokemon Ranch (600cp discount Survey Corps) A place to keep all the pokemon you are studying. This ranch has thirty three pastures, each of which can hold up to thirty pokemon of any size in comfort and safety. It also includes an attached farm with four fields for growing pokemon food and crafting supplies, and an empty plot of land where you could plant berry trees.

Security Corps Items

Lantern (100cp free Security Corps) A light that permits you to see with surprising distance in the darkness. It can also reveal ghost-types and similar hidden things.

Ninja Gear (200cp discount Security Corps) 20 each of Smoke Bombs, Scatter Bangs, Stealth Sprays, and Sticky Globs. They are replenished on the first day of each month.

Distinctive Armor (400cp discount Security Corps) Armor that shows you are powerful and in charge. It's designed for a human to use in combat against both humans and pokemon, and offers strong protection against pokemon moves.
Dojo (600cp discount Security Corps) If you are going to defend your people with your life and your honor, you will have to train. Here is a traditional Japanese dojo which is equipped to train both humans and pokemon. Training inside is twice as effective as otherwise. This stacks with other training boosters. Also, no matter what powers are brought to bear it will never cause permanent harm to anyone, spectators will be completely unscathed, and those outside will not be affected in the slightest. In fact, the combat will be completely undetectable outside unless you choose otherwise. This also means that beings of any size can comfortably fit inside, so long as their purpose is training.

Clan Member Items

Clan Outfit (100cp free Clan Member) You have a distinctive outfit that shows your allegiance, or the allegiance you claim. All who see it will instantly recognize that you are a member of that group, and have an instinctive awareness of what that group is known for.
Battle Food (200cp discount Clan Member) Defending your home takes energy, and so here are some foods you can use in battle. You receive fifteen each of Choice Dumplings, Swap Snacks, Twice Spiced Radishes, Jubilife Muffins, and Old Gateau. These respawn on the first day of every month.
Celestica Flute (400cp discount Clan Member) A flute that produces an eerie sound, yet can be heard across great distances. In this setting it is a sign that you are trusted by one or both of the clans, and can be used to call pokemon who have opened their hearts to you, to your aid. In future jumps you will retain the ability to call any you've already gained, and you can continue to gain the services of future creatures. Finally in each jump where such a force exists there will be a number of grueling tasks you may choose to undertake. If you complete all of them you will have the opportunity to summon one incarnate force and interact with it.
Avalugg's Moving Castle (600cp discount Clan Member) A building built atop the back of a massively oversized pokemon. By default this is an Avallugg over 100 feet tall, but it could be an equally massive Torterra or Lapras, or some other appropriate pokemon. This does allow you to bring in a pokemon that would not otherwise be present in Hisui. Aside from the defense and health of being kaiju sized, the pokemon doesn't start out particularly good at battle, being level 1 with no EVs and no combat experience. But I'm sure a clever jumper like you could train

it well, and even without that it's intimidating by its sheer size. Plus the (by default stone tower,) sitting on top.

Guild Member Items

Wagon (100cp free Guild Member) A wagon to be used to carry your wares. It is designed to be pulled by one or two humans or humanoid pokemon, and no matter how full it gets, it will never be too heavy for two fit men to pull.

Evolutionary Item (200cp discount Guild Member) An item that can be used to make a pokemon evolve. If it's used it will reappear on the first day of the next month. At the time of respawning you can choose to instead receive a different evolutionary item. You may instead choose a static item like a Moss Rock or an Ice Rock.

Back Channel Sources (400cp discount Guild Member) How in the world Gunther keeps getting access to modern appliances and evolutionary items for pokemon that shouldn't even exist yet is never explained. Perhaps he has this perk. You will regularly receive items that should not exist. You will have to pay for them, but not nearly as much as you could charge to the right customer. Every few days you will have the option of receiving a random item. You can choose for this to be something from a previous jump (and can choose the jump, if not the exact item,) or something that would become available within the next two hundred and fifty years. Either way, it is something that would be commercially available.

Hidden Retreat (600cp discount Guild Member) Are you fond of Cogita and her cryptic hints and advice? Well, once she's performed her duty here, she isn't entirely averse to moving on. You gain the Hidden Retreat, and it even has extra room added for another house. This location can only be found by you and those you invite. It is proof against environmental and existential effects. What's more, its resident will come with it. She will not become a companion with this; direct intervention isn't her style. Instead, she will perform a similar role to the one she performs here; providing needed shelter to innocent outcasts, and offering hints and cryptic prophecies. You do need to agree that she can go out and go shopping or otherwise enjoy herself on occasion. She's had her fill of being cooped up.

Partner Pokemon Items

Pokeball (100cp free Partner Pokemon) Or, depending on your partner, it might be a pocket or little bag. From the outside, it's about the size of a baseball. Whatever its exact appearance, you

can enter and exit without any effort, and inside it's exactly the right size to curl up in. The inside is also not affected by external factors so long as it is not punctured.

Berries (200cp discount Partner Pokemon) A wide range of berries which, besides being delicious, can heal status effects. There's a berry for countering sleep, poison, paralysis and more!

Candy Case (400cp discount Partner Pokemon) Contains one Rare Candy, one Exp Candy XLs, two Exp Candy Ls, four Exp Candy Ms, eight Exp Candy Ss, and twenty five Exp Candy XSs. Refreshes on the first day of every month.

Monument (600cp discount Partner Pokemon) A monument to the bond between you and your people. It is done in whatever style you choose, but is always recognizable as being about you. Any who see this monument will be unable to doubt your connection or benevolence to your people. No matter what they would otherwise think of you, they must admit your actions toward your people are what they are. If you are kind, compassionate, and benevolent, then even your most rabidly fanatical enemy would have to admit that that is your nature towards your people. The area surrounding the monument is excellent for summits and negotiations, with peace enforced by fiat, and any who come being able to tell by fiat if the other participants intentions were peaceful/honest or not.

Wild Pokemon Items

Favorite Foods (100cp free Wild Pokemon) You have an unlimited supply of one type of food, so long as you do not attempt to sell them. This can be of any type of food that exists in the real world or the pokemon world.

Grit Boulder (200cp discount Wild Pokemon) A boulder the size of a house that you can break down to get Grit Dust, Grit Gravel, and Grit Pebbles, which can be used to improve a pokemon's stats. In future jumps it will affect people and monsters too. It refreshes on the first day of each month.

Arena (400cp discount Wild Pokemon) The place where you meet with your people. It is also perfectly suited to your style of combat. You can choose whether combat is lethal or non-lethal, and even make all wounds heal upon completion if you wish. You can also set special conditions and rules that must be abided while a person is present in your location.

Field Zone (600cp discount Wild Pokemon) An area the size of one of the sub-zones that is perfectly suited to your pokemon line, and indeed has members of your line living there. If you are not a pokemon, choose a type to be living there.

Companions

Import/Create: You can import or create companions with 600cp to spend on perks and items. 50cp each or 200cp for 8.
Canon Companion (100cp) The opportunity to bring someone from this story with you, provided that you can convince them. Mind control or perks/items/abilities that guarantee their answer don't count as convincing them for the purpose of this.
Magikarp Seller (50cp) He's not one for battling, but pickings are pretty slim here, and he would be happy to explore other worlds. If you pick him, he'll import into other jumps for free, without taking up any slots or counting towards numbers. In future worlds, he will continue to ply his trade, selling Magikarps, and occasionally a Feebas or some other weak pokemon. He does have a Gyarados, which he mostly uses for travel and to show off the awesome potential of Magikarp, but he'd much rather run than fight.
Partner Pokemon (First Free to humans and Wild Pokemon): 50cp for all after the first one, except Magikarp, which by a deal between your Benefactor and the Magikarp Salesman you can take up to 12 free. Use the Pokemon Form section later in the jump. This pokemon is a follower, and is imported for free in this and future jumps without taking a slot, but does not gain CP. You may, however, spend your own cp to grant this follower perks in this and future jumps. You may import a follower or pet into this form. You may import a companion into this slot, but then they lose the free import and start taking up a slot in future jumps.
Trainer (Free and exclusive to Partner Pokemon): Your trainer. Choose which faction they belong to. This trainer is a follower, and is imported for free in this and future jumps without taking a slot, but does not gain CP. You may, however, spend your own cp to grant this follower perks in this and future jumps. You may import a follower or pet into this form. You may import a companion into this slot, but then they lose the free import and start taking up a slot in future jumps.

Drawbacks:

Pokephobia (+100 cp) Like the residents of Jubilife, you're frightened by pokemon. It will take you longer to get accustomed to their body language, their strange ways of moving, and how dangerous they can be.

Responsibilities (+100cp) You have some kind of duty or responsibility, and you must carry it out. You are required to remain as an upstanding member of your group for the duration of this jump. Most of your duties will be boring, time consuming, or uncomfortable, but some will be occasionally life threatening.

Noticeable (+100 cp) Your skills in stealth need work. Whenever you hide in the tall grass, you step on a stick or disturb a nest of Starlys or otherwise cause a ruckus. You'll need to be extremely lucky to ever ambush or surprise a pokemon.

No Voice Acting (+100cp) For some reason, you can never hear a word people say. You aren't deaf; you can hear environmental noises and pokemon cries just fine (so long as you can't speak pokemon language.) But whenever you are interacting with another person, instead of actually hearing what they're saying, a dialog text box appears between you, which only you can see. Other people can hear each other just fine, it's just you. Perhaps it's some weird side effect of your transport here?

Voiceless (+100 cp) You have no voice, no capacity for speech. Hope you're good at communicating in other ways.

Poor Graphics (+100cp) Why does everything look like a game from 2017? Perhaps because you took this perk. Nothing looks really real. Most trees look identical, and things pop into and out of existence as your distance from them changes. You can generally tell what things are supposed to be, although it may sometimes look like you or someone else is standing in mid air.

Travel Restrictions (+100cp) For some reason you can never travel from one area to another on your own. Every time you wish to change areas you must speak to a leader from your group. And you can't move directly from one area to another. Each time you must be traveling either to or from your faction's home base. Even if you are a wild pokemon, there is another pokemon you must speak to if you wish to move.

Modern Sensibilities (+100cp) No indoor plumbing, child labor, no electric lights, and no heat except open fires. You just can't get over it. You will never get used to it, and no matter what you do the technology and routine comforts will never arrive.

Seek Out All Pokemon (+100cp) A task given by Arceus itself, you are to "seek out all pokemon". In order not to fail this jump, by the time your ten years are up, you must have caught, possessed, or accepted your dominance if you are a Pokemon, at least one of each non-legendary or mythic pokemon type that can be found in the Hisui region. Each additional region you add gives you another 100cp.

Just a Little Longer (+100cp) All things being said, ten years is not that much time to spend in the vast lands of Hisui. You may extend your time here by another ten years for 100cp each time. You may take this drawback more than once.

Bothersome Bidoof (+200cp) You have terrible luck with pokemon. Not that they're hostile, no. But for some reason pokemon constantly are getting in your way. It might be Bidoof eating holes in the walls and roof of your house, Starly leaving droppings on you or stealing your stuff to make nests, Wurmple eating holes in your clothes, and so on. Perhaps Jump-chan is trying to teach you patience?

No Sense of Direction (+200 cp) You just can't find the correct way. Expect to take a lot of detours before you reach your destination. Since the Region of Hisui mostly consists of the wilderness and the villages and ruins are widespread this is a huge problem.

Distractibility (+200cp) It's just so fascinating! You have a hard time keeping focused. Even in battle you might get so caught up in observing the pokemon that you forget to tell your partner what to do.

Smell ya Later (+200cp) Congratulations, Jumper. You now have a rival. This is not by any means a friendly rival. This person is a totally annoying jerk, constantly bragging about how awesome they are and insulting you. They also go around constantly trying to sabotage you in every way they can. They also refuse to ever admit that they are wrong, or that they lost, even if

you clearly beat them and proved them wrong. Circumstances will conspire to guarantee that they stay active and relevant in your vicinity.

No Coordination (+300cp) Like Professor Laventon you have terrible issues with coordination. You would have trouble hitting your own foot with a pokeball, and couldn't dodge to save your life. I doubt I need to explain why this is a very very bad thing.

Power Lockout (+300cp/+500cp) This drawback prohibits you from accessing perks from previous jumps. Should you have a Body Mod it will be unaffected by this drawback. You usually get 300cp for taking this drawback but if you have been to 10 jumps prior to this jump you will gain 500cp instead.

Item Lockout (+300cp) You lose access to your warehouse and all of your out of jump items.

Arceus' Wrath: (+300cp) Pokemon are hostile to you, except for ones purchased with cp. Pokemon are harder to catch, and if caught are less likely to obey you and start at minimum happiness.

Lost Memories (+300cp) Whether as a result of an attack from a pokemon, or from coming through the rift, you seem to have lost nearly all your memories. You certainly don't remember anything about the setting.

Bandits (+300cp) The Miss Fortune Sisters are something of a joke, despite talking a good game. Now, the Hisui region is beset by bandit gangs as numerous, ruthless, and vicious as those of Earth. In case traveling the wilds wasn't dangerous enough already.

Fanaticism (+300cp) Death to the infidels! Normally most people in Hisui would at worst be disparaging of those in the other camps during your time here, but now the religious and factional strife is increased significantly.

Eternal Outsider (+300 cp) No matter what you do, no matter how hard you try, you will never fit in here. You could quell every frenzied noble, and still be turned on and cast out the next

time strange and suspicious events happen, as the blame will always fall on you. Even saving the world won't quite make you completely trusted.

What is "Healthcare"? (+**400cp**) Hisui is a dangerous environment with little safety precautions and many safety hazards. It is about to get even more dangerous. For this jump all healing and regeneration perks are inactive. Healing items or medical treatments still work on you and your pokemon but it takes at least 30 minutes before they have any positive effect. Otherwise you can only rely on the natural healing process. This drawback makes even mundane issues (like scratches, bruises, the common cold, heatstroke etc.) a serious threat.

Betrayer (+400cp) Once you enter the jump you and all your followers and companions will forget taking this drawback, and any method you attempt to use to preserve that information is fiat guaranteed to fail. Somewhere along the line, someone in your faction, or someone you consider an ally will betray you. It will not be a small betrayal.

Blasted back to the Stone Age (+500cp) The distortions have somehow caused the Hisui region to become even more primitive. Impressive settlements have been reduced to simple huts and the use of metal as well as other technology more modern than the Neolithic Age is unknown to the people. At most they will tolerate the use of pokeballs and other fiat backed items from this jump (but they will casually refer to it as witchcraft). The distortions have also caused people to become more paranoid in terms of technology. Should you be discovered using any superhuman abilities or technology unknown to the humans of Hisui they will not hesitate to hunt you down. Should they decide to chase you they will start catching (a lot of) Pokemon for help and they could even get the help of Pokemon Nobles in the case of high casualties on their side.

Scenarios:

Lightning Frenzies: Normally, Frenzies would be things that only happened to nobles, and then only to five of them. Now Frenzies are a lot more common, and hit other pokemon than Nobles. First it will be other Nobles, then Alphas, and if you let it go on long enough, even common field pokemon will start to be affected. You must solve the issue. The Galaxy Expedition doesn't know what to do, and the Clans are overwhelmed. You must quell those who have become Frenzied, but more than that, you must find out what is causing these Frenzies and stop them. Reward: Take a version of the Hisui region with you, filled with pokemon, but without people.

Distortion Zones and Ultra Wormholes: Distortion Zones become a lot more common, and Ultra Wormholes are appearing too. You have to solve it. Reward: You can open up Distortion Zones and Ultra Wormholes in other worlds, and pokemon/ultra beasts will be inside. If you do it enough, pokemon that escape from the zones will start populating the world.

Odd Keystone: Seek out the wisps. Your reward depends on how many you find. Many wisps are scattered around. Some are static, but many are more challenging. Some are located underground, or on or under water, or in the air. Some are mobile and wander around. Some only appear at a specific time of day, or phase of the moon, or season. Some only appear in the presence of certain items or pokemon. And some are only found if a Distortion Zone appears covering their location. Reward: Less than 107, but you made a sincere effort: A stone that allows the bearer to see spirits and souls. At least 107, but less than 213: In addition to the preceding benefits you gain a free Spiritomb follower. At least 214 but less than 321: In addition to the previous, you gain the ability to reincarnate souls as non-legendary, non-mythical pokemon that have Ghost as their sole or primary type. At least 321, but less than 428: in addition to the previous you add pokemon with Ghost as their secondary type, or who gain Ghost type upon evolution. For each additional multiple of 107 you reach you can add another typing of non-ultra beast, non-legendary, non-mythical pokemon. If you took the Distortion Zones and Ultra Wormholes scenario, you can choose alternate non-canon types like glitch, but that will mean those pokemon start appearing in the distortion zones, and if you fail that scenario you lose the benefit of being able to choose those types. Of course to be able to reincarnate a soul one must first find the soul, and it must not have already moved on, or turned into an evil spirit, or something. In settings where the nature of the afterlife is not

addressed you'll have to fanwank something, but I'd say in most cases souls don't usually stick around too long without a reason.

Jumping Over the Dragon's Gate: (Requires Pokemon Origin or Were-Pokemon perk) Congratulations. You're a level 1 Magikarp. You may keep any other pokemon form you purchased, but they are locked away until the scenario is completed or the jump ends. That being said, you aren't forbidden to level up, and Magikarp are known to evolve. Your goal is simple: defeat a 'god'. Pick a Legendary or Mythic Pokemon. While in this pokemon form you must battle and defeat that legendary. Neither you nor anyone else may use anything from out of jump to improve this form or affect the battle, (aside from your Body Mod,) and no-one else may affect the battle in any way. If you find use any method before the battle to weaken your enemy it will suitably reduce your rewards, so be advised. Please read the Notes for further information. **Failure Reward:** As a consolation prize, provided you made a good faith attempt, you may retain your Magikarp form (devolved and reduced to level 1,) for future jumps. You may raise it back into a Gyarados on your own. **Success Reward:** You gain an alt-form of a legendary pokemon that is similar or lesser in power to the one you defeated. If you somehow managed to weaken the legendary before fighting it, or fought it in a weakened condition, then your new form will suffer similar conditions, or you may choose a form that is appropriate in power to the effective power level of your opponent. You may also keep your (presumably Gyarados) form as well. Finally, you get a level 1 Magikarp form added as part of your body mod, and it retains improvements that would be permitted in this scenario.

Pokemon Form

It's pretty simple really. You may choose a Magikarp, Bidoof, Starly, Shinx, Wurmple, Buizel, or Ponyta for free. Or you can choose Pikachu, Eevee, Chimchar, Turtwig, or Piplup for 100cp. For 150cp you may choose any other common spawn first form pokemon found wandering Hisui outside of distortion zones. For 200cp you may choose any rare spawn first form pokemon found wandering Hisui outside of Distortion Zones. For 250cp you may choose any first form pokemon found in Distortion Zones excluding the starters. For 300cp you may choose Oshawott, Rowlet, Cyndaquil, or Alolan Vulpix. Finally, it is 100cp for each evolution, so a third form Typhlosion would cost 500cp. At the end of the jump your pokemon form becomes an alt-form which can be used in future jumps. The pokemon form on its own does not grant you any shapeshifting capabilities.

Notes:

- All origins are based on characters in the game. Possible future descendants have not been considered at all.
- How the bag tutoring would interact with larger bags or with other inventory systems isn't addressed in the game, so fanwank responsibly.
- For Synchronized, think of Ash's pikachu, or any of the anime pokemon that evolved purely because their trainer needed them to. Or Yellow's Pikachu in Pokemon Adventures who taught itself to Surf instantly to save his life. Or the Partner Pokemon in Let's Go!
- About Grit: Pokemon stats have been re-worked for this game. There is a baseline for the specific pokemon breed like a Bidoof, plus what they get from leveling up. In addition, some pokemon have higher stats. These stats can be raised and the level it's raised from is measured from zero (not raised at all,) to ten (raised as much as it possibly can be.) Even among Alphas it is rare to see a stat raised above five when it's caught. Grit can raise the level, with each one raising it by one level. Grit dust can raise a stat that hasn't been raised to three yet. Grit Gravel can raise a stat that's been raised at least to three but hasn't reached six. Grit pebbles can raise a stat that's at least six but hasn't reached nine. Grit rocks raise a stat that's currently level nine.
- About XP Candies: XP candies each grant a fixed amount of XP to the being that eats it. In this jump it's for pokemon, but in future jumps it will provide xp for whichever leveling system the eater chooses, provided they were already at least level one in that system. This information is taken from Bulbapedia, so I cannot claim credit. Those wishing more in depth look should visit https://bulbapedia.bulbagarden.net/wiki/Exp._Candy
    - An XP Candy XS provides 100 XP.
    - An XP Candy S provides 800 XP.
    - An XP Candy M provides 3,000 XP.
    - An XP Candy L provides 10,000 XP
    - An XP Candy XL provides 30,000 XP.

The amount of XP needed to go up in level increases each level and different pokemon require different amounts.

- Pokemon in the Erratic experience group require a total of 600,000 XP to go from level 1 to level 100. However their experience requirements are higher at the early levels, so they take a long time to level up from level 1 to 10 by normal means. Pokemon in this group include Bastiodon and Rampardos.
- Pokemon in the Fast experience group require a total of 800,000 XP to go from level 1 to level 100. Pokemon in this group include the Clefairy, Chansey and Togepi lines.
- Pokemon in the Medium Fast experience group require 1,000,000 XP to go from level 1 to level 100. This is the most common group for a pokemon to be a member, including the Avalugg line and Lilligant line.
- Pokemon in the Medium Slow experience group require 1,059,860 XP to go from level 1 to level 100. The starters from all the games (aside from Pikachu and Eevee) are in this group
- Pokemon in the Slow experience group require 1,250,000 XP to go from level 1 to level 100. This group contains many very powerful pokemon, including Legendary pokemon and all the pseudo-legendary pokemon (in this region that last group would be the Garchomp line and the Hisuian Goodra line.)
- Finally, there's the Fluctuating experience group, which requires 1,640,000 to go from level 1 to level 100. I believe the only ones in this group native to Hisui are the Drifloon line.

- On Incarnate Forces: The word "god" can be used in multiple ways; a being that is worshiped, a being that controls/represents/embodies some concept or element of reality, or a transcendent self-defined self-existing being that stands beyond any mortal classification. For the sake of this doc, we are not talking about the last one, but of a "god" as it is used in most media: a being that is worshiped that represents or controls some element of reality. So you couldn't go and encounter Jehovah or something like that. But you could, in the appropriate setting, say this included Slaanesh (you pervert,) or Apollo or Wee Jas. Basically, if the being could be best described as "god of _____" and the blank is some concept or element or phenomena or whatever, and not just the name of the religion, then it's probably fair game.

- On Jumped Over the Dragon's Gate: For reading the notes, I'll give you a little reward. I've decided to offer a variant option here. If a Magikarp that has reached the required level to evolve can somehow jump or swim up the waterfall that separates the Magikarp from the Gyarados completely under their own power they can evolve into a variant Gyarados that is a Water/Dragon type. On a different note, for your reward pokemon form you can alternatively choose a Mythic pokemon like Manaphy, Shaymin, or Darkrai, the only thing you need to remember is that your new form power caps to the level of your opponent when the battle began. On a similar note, you could use the Red Chain to bring Dialga or Palkia down to a manageable level, and Giratina seems to already have been nerfed by Arceus, but if you fight them in that state, don't expect your new form to have the ability to create or destroy entire planes of existence.
- On the Lightning Frenzies scenario reward. Since Sinnoh, and therefore Hisui, is based on Hokkaido, the land you receive will be approximately the same size as Hokkaido. For reference, Hokkaido is more than 83,000 square kilometers.
- Thanks Mic Ras, Josh Joseph, Zach Farnsworth & ShadowChild13

Version History

- V1.1
    - Spelling, grammar, and clarity edits suggested by readers.
    - Added **Seek Out All Pokemon**
    - Added **Just a Little Longer**
    - Added **What is Healthcare** and **Back to the Stone Age** by suggestion of readers. If it was your suggestion, please let me know who to credit.
    - Added **Mega** perk
    - Added **Jumped Over the Dragon's Gate** scenario
- V1.2
    - Added **Pokedoll** by suggestion.
    - Added **Evercleansed**, **Clairvoyance**, **Mass Outbreak Sense**, and **Ceaseless Battle Reverie** as Perks.
    - Added **Poetry Collection**, **Pokeshi Doll**, **Jumping Jade**, and **Charm** to the Items.
    - Updated **Recipe Book**
    - More clarity edits.
    -